MINECRAFT
COMMUNITY MAGAZINE

ISSUE 1

- Minecraft 101 - The Basics of Survival
- Hackers: A Growing Problem?
- Building and Architecture for Beginners

INTRODUCTION TO THE MINECRAFT MAG

MMORPGs these days are a dime a dozen. They're everywhere in every possible setting that you can think of, with every type of monetisation model.

Hello all, and welcome to the first issue of the Minecraft Community Magazine!

If you're new to GameOn, you're probably wondering what all of this is about. The GameOn Magazine produce a series of free magazines made entirely by the community, and we've recently blocked out into Minecraft.

Unless you've been living under a rock for a few years, you've more than likely seen Minecraft, or at least heard of it. But for the sake of those who haven't, I will run through the basics.

Minecraft is a sandbox game made entirely of square blocks. The art style is very minimalistic (which can be improved with mods/shaders), and your goal is simple; survive. Many players consider defeating

the Ender Dragon as 'completing' the game, but the truth is that the only real goal is what you make of it. However, the premise is simple; create weapons, tools and defenses in order to survive against what happens to prowl through the night.

That's it in basic terms, but if you want to become a master of the many things to do in Minecraft, such as fight other players, build extreme architecture or maybe even a bit of roleplaying, look no further than the GameOn Minecraft Community Magazine.

By Luke Greenfield

EDITORIAL

Hello all, and welcome to the very first edition of The GameOn Minecraft Community Magazine. Those who have seen our other magazines for SMITE, War Thunder, and World of Warcraft, will know that we make a huge variety of Magazines that are made by the community, for the community.

While we may not have an issue as big as some of our other magazines, we still have some interesting topics and articles. For instance, we see Ben's perspective on players using Hacked clients to give themselves advantages and how much this has affected Minecraft. Will also gives us an insight of building and architecture, and what necessary steps you should take if building is the expertise you want to get into.

So with that, sit back, relax, and enjoy the first edition of The GameOn Minecraft Community Magazine.

-The Editor

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Minecraft 101: The Basics of Survival

So you've just started Minecraft, but you have a problem; you have no idea what's going on. Don't worry, we've all been there.

So you've just got Minecraft, you've gone to play a new world, only to spawn in with no guidelines and no idea what you're doing? Well, worry no more, for this guide will help you on your endeavours!

Alright, first things first. You're probably going to see a lot of trees. Well, you're going to want to walk up to one of these trees and punch it by holding left-click on it until it breaks and gives you its delicious wood. Repeat until you have a fair amount of blocks. I'd also recommend against doing this to an actual tree in real life.

Now that you have some wood, you're probably wondering what you should be doing with it. Well, if you open your inventory (default 'E'), you'll see a small 2x2 box in the top right corner of it. Place your wood in this box, and you should see some Wooden Planks pop up to the right of the crafting grid. Shift-click the Wooden Planks that appear and you'll find that your inventory has been filled with Wood Planks.

Take these Wooden Planks and put one in each of the slots in the crafting grid in your inventory. You'll see another type of block appear to the right. This is a Crafting Table, and it is vital to

progression in Minecraft. Take one and place it in your hotbar (the easy-access slots found at the bottom of your screen). If you right-click with the Crafting Table in your hand, it should be placed (Make sure you point it at a nearby solid object.)

What you now see in front of you is what you will find yourself using for the rest of your time with Minecraft. With this block that is currently in front of you, you will make tools that are essential for your survival. This guide won't go into detail about how to make these items. But instead, I'll go a bit more into surviving your first few Minecraft days.

You're going to need food to survive. Food can be found in a variety of different ways, and the most easy way to obtain food at the start of your game is by killing animals and harvesting their meat. As outlined in The Mobs of Minecraft, many animals give you meat, and you can cook this meat using a furnace (You make a furnace by using a crafting table and placing Cobble Stone in the positions shown below)

If you keep out of trouble, make sure you stay sheltered at night and keep yourself fed, you shouldn't have a problem surviving your first few days. Just be sure to not stray too far from your spawn point, lest you die and are unable to retrieve your items easily...

By Luke Greenfield

BUILDING AND ARCHITECTURE FOR BEGINNERS

Building is something, in Minecraft, many aspire to be good at, but lack the technical know-how of doing so. well, Will is here to help you on your journey!

For some people, building can be a disappointing task that can leave you confined and shrouded in darkness as you try and survive in your lone dirt house. Now there is nothing wrong with the use of dirt, and if you follow these simple steps you can take a brighter look on your builds and feel proud of what you create. You will even be able to use dirt well no matter how muddy!

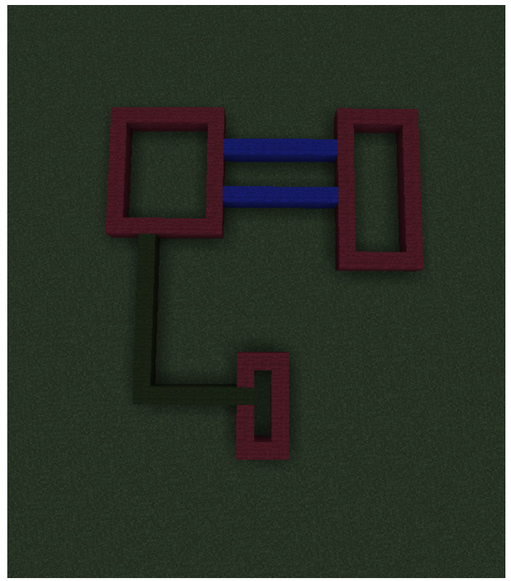
The simple steps from dirt to dramatic.

STEP ONE: PLAN

Make sure you plan! You don't need to know exactly what you are doing, and often I find it useful to be a bit spontaneous as this can make some creative shapes, but know the outlines of what you want to do. I find it useful to mark the outlines and borders of my builds to get an idea for scale and to ensure I know where my boundaries lie. I normally use the ugliest block I can find (normally sponge) just so its clear what blocks are for planning and what blocks are part of the actual build. Other people use different colours of wool to mark the different areas of the build, this is good for larger builds that take a lot of planning and consists of a large number of parts. If you don't lay out the area you are building then make sure you have a clear image in mind.

STEP TWO: BLOCKS

This links into planning and is equally important if you want your build to have texture and variety. Builds that are made using one or two blocks, no matter how extravagant or dynamic, can look dull and boring. A bit like if you took a Picasso painting and changed all the colours to grey. I'm sure you

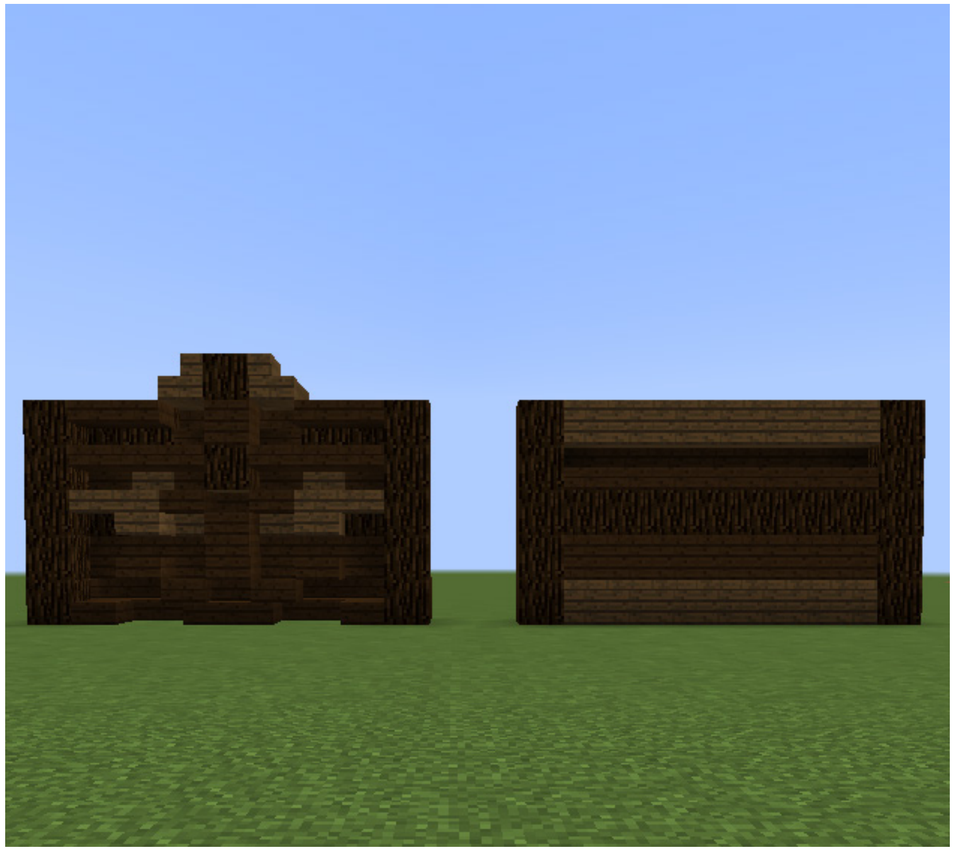


will agree that it wouldn't look that great! So before you build, make sure you make a pallet of blocks you want to use in your build. Try and stick with a maximum of three colours for a certain part of your build, for example, if I built a path, I may use some brown, green and grey blocks. The most important thing in your pallet is texture. Make sure you use plain and complex textured blocks and lay them out before you start. For example, cobble has quite a detailed texture so that can be used to break up large simple shapes. The more variety in texture, the more interesting your build will be.

STEP THREE: SHAPE

This effectively means make shapes that are interesting and odd. Be unique! The amount of square and rectangular builds I see justs bores me... Try spice things up a bit. If you are working on a wall for example, don't split your wall into horizontal lines so your build looks like Waldo's hat!

Use funky shapes like curls. There's no formula to it, just experiment with different shapes and dont forget, if you dont like it you can always break what you have made and start again. I often find it



easy to break my build up into segments and work on one segment and copy or inverse the shapes, placing them into another segment. This allows you to concentrate and put detail into your build. However, be careful as you don't want to copy and paste too much as it will be boring to look at. A little repetition can't hurt as it can give the build some formality.

STEP FOUR: DEPTH

So, you've got your build with interesting shapes and lots of texture but it's looking a bit... flat. Another thing that you can incorporate into your build is depth. You don't want things looking one dimensional. So when placing ashape into your build try to think in three

dimensions instead. Using depth can make things far more interesting! When you build try to work in layers from back to front to give some shape. It can really change a build for the better. Once again experiment with depth as well as shape. I know it can be a lot to take in, so work in small segments and work from back to front, bottom to top.

STEP FIVE: PRACTICE!

Your first attempts using the steps I have just outlined will probably be something that isn't great and looks a bit strange. What I want you to do Use the steps above as tools to guide you, and with a little time and effort you will improve.

So with that, all I shall say is be unique, be different and don't be afraid. Remember if you don't like it you can just do it again!

For more Minecraft tips be sure to read next Months edition!

By Will Guare

MAP SPOTLIGHT - PLANETARY CONFINEMENT

MMORPGs these days are a dime a dozen. They're everywhere in every possible setting that you can think of, with every type of monetisation model.

Do you need to solve that itch for a good adventure map? Then Planetary Confinement, by samasaurus6, is right up your alley. This user has created a revolutionary map that takes basic Minecraft and brings it to a whole new level.

You're a space explorer who gets stranded on an alien planet when your ship crashes on the surface. On the planet, you have to survive and keep track of more than usual; thirst and body temperature meters are now added in. Additionally, space rifts can open on top of your base, sending crazy creatures resembling Silverfish after you. A sandstorm could happen, limiting your visibility to nearly nothing. Your only hope is to take down what comes for you with your trusty Redstone Rifle.

There's still hope, though. Your ship comes with an emergency crafting station that will allow you to maintain your life on the strange planet. Filled to the brim with custom recipes that will fulfill your needs, the entire world takes on a new form. Sieve through Dust — the most abundant resource on the planet — to get yourself the necessary resources you need, so that the crafting station can turn them into your tools, weapons, and armor.

You can get this map at samasaurus6's link: http://www.minecraftforum.net/forums/mapping-and-modding/maps/2361752-1-8-2-planetary-confinement-the-dunes-a-k-a.

By Keshav Anand

MINECRAFT... SPEEDRUN?

Not many people know that Minecraft has an actual ending, of a sorts. Less know how to obtain this 'ending'. Even less of these people know that it's possible to speedrun the thing.

A lot of people don't know that there's an ending to Minecraft. Even less know that there's a community dedicated to speed running that exact goal.

The idea is simple, start a new world and defeat the Ender Dragon. But in order to do so, you'll need to get a few items along the way. The current world record for speed running Minecraft is just under 11 minutes. Quite something when you consider what you need to do to get to this point;

•All the usual startup stuff, punching trees, workbench etc.

•Create a portal to the nether

•Collect blaze rods & ender pearls

•Find the ender portal

•Collect the required number of items to complete the ender portal

•Kill the Ender Dragon

Of course, with many games that go through the speed run communities, there is a lot of research

that goes into what will help make the fastest run through the game. If you watch the video of the current record holder, you'll see that they start with a predefined seed number and have mostly memorized what and where to go.

But that's not all, there's a good chance that there's an even better seed number out there, however, no one has found it yet. There may be better tactics to create some of the things you need - but they're awaiting discovery.

Since one of the tactics involves the use of beds to deal damage to the Ender Dragon, there's still a certain amount of randomness involved in hunting down sheep for example. They'll appear in a set area, sure, but they may run around a bit more than the player would like for that run. That happens, and it's potentially game over for a record attempt.

As Minecraft is still relatively new to the speed running side of things, we'll hopefully see quicker runs and new tactics evolve and personally, I can't wait to see them.

By Steven Dawson

HACKERS - A GROWING PROBLEM?

Hackers; a word that brings a shudder down a Minecrafter's spine. They are the bane of our exsistence, and Ben goes into detail about the battle against them

Since their release in May 2009, servers have been ever more popular, ranging from mini games, hunger games and survival, servers are a great way for friends to play together and developing as the game updates. But hackers can often ruin the fun for some players, by spawning in items, flying, x-ray and other general cheaty stuff. Servers have an on-going struggle to keep up with these Hacked Clients, and whilst servers are getting better at detecting hackers, hackers are getting better at disguising it.

Most servers temporarily bans or permanently bans users of hacked clients, but should Mojang, the creators of Minecraft, do more? I spoke with the co-owner of a popular server, l3igCountry he said "Myself, I have only had to ban 2 players in my whole time on the server." L3ig also said "I haven't seen an increase recently but we do get the occasional issue. Hackers are no different than thieves around here, if you want certain things, buy them." (the server has an online shop where players can buy special items.)

From what l3igCountry said, there hasn't been an increase in hackers recently, but he thinks the increase in Minecraft sales makes us more likely to bump into one.

I also spoke to Luke a Moderator on a PVP server with around 200-280 players on at any time.

He told me that he tends to encounter 5-6 hackers a day but this increases to 20-25 within the whole staff team.

He said 'The punishment of hacking starts at 30 days. If they are caught again, it's a 90 day ban. If they are caught again after that, it's 365. If they haven't learnt their lesson after that time, it's a permanent ban with no chance of appeal.'

Luke also told me that he thinks there has been an increase of hackers in minecraft. 'Back when I started, I don't think I ever found a single hacker

on the servers I used to play on. As time passed, they became an infrequent occurrence, maybe once every 10 games or so.'

Luke also has a theory of how hackers have become more popular. He believes it is a chain reaction that starts with players who, for lack of better wording, are not good at the game start to hack. This causes other players to get fed up of these players and they start hacking. Thus the chain continues.

And can Mojang actually do anything to the players using hacked clients? The answer is probably no. They would have to totally ban modifying the client, as there's no foolproof way of determining if a mod is an unfair mod. Generally it falls on the responsibility of the

server owners to put in place things which deal with hackers such as No-Cheat Plus and GCheat. These plugins kick players that are hacking.

The problem is that often the plugins used aren't always reliable. Often they catch innocent players because of lag or just knockback 'flying'. Personally, I think it's a never ending battle. Servers will get more advanced, and so will the hackers. The sad thing is that these hacked clients are easily available, so anyone could be ruining the game for others.

By Ben Gibson

THE MOBS OF MINECRAFT: PART 1

Feeling overwhelmed by all these creatures? Worry no more, with this guide, you'll rapidly become an expert!

Minecraft has many mobs. It's one of it's main selling points, besides the freedom. But with so many out there all these mobs can get confusing, so I've created this easy guide to make you the master of mobs in Minecraft in no time at all.

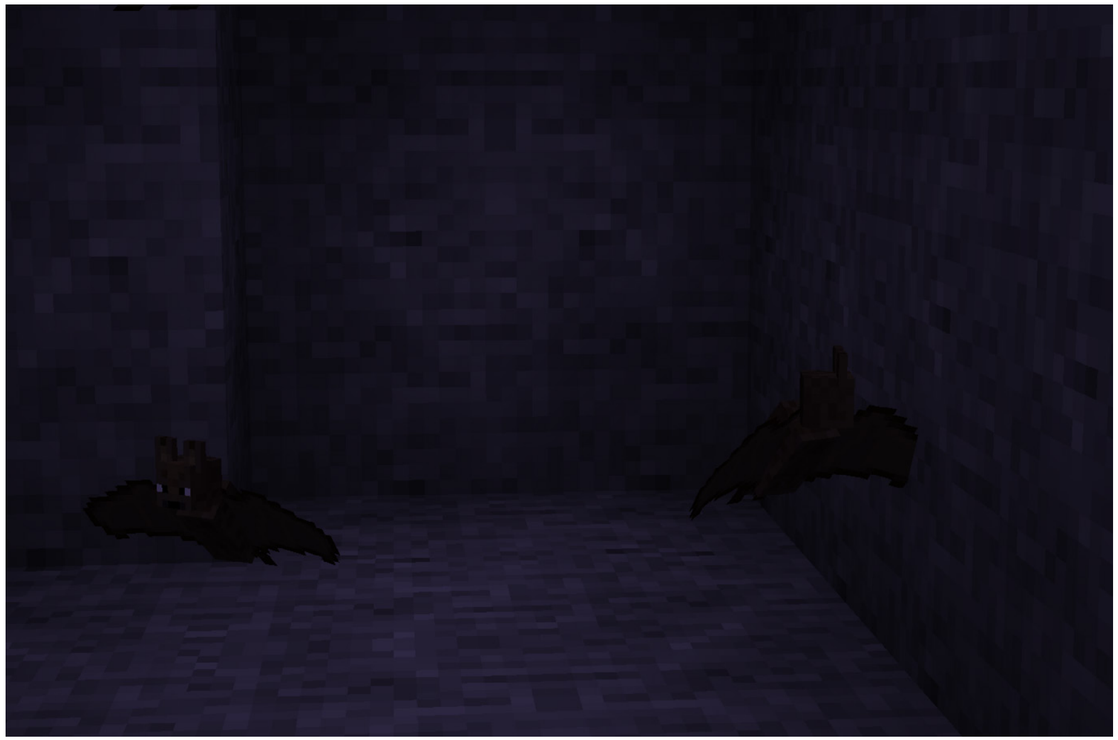
PASSIVE MOBS

These guys won't hurt you at all; even if you attack them. All they'll do is simply run away in random directions. These are most commonly found on the surface and many experienced survivalists make farms of these mobs for a renewable food resource.

Pigs - These pink little guys are found commonly on the surface. Killing them yields 1-3 Raw Pork, which each restore 1.5 hunger bars. These can be cooked into Cooked Pork using a furnace, which restores 4 bars of hunger.

Cows - These slightly larger creatures are found in the same environment as Pigs. These guys are your best friend when you start out, offering you a good and easy source of both food (Raw Beef) and Armor (Leather). Like Pigs, their raw and cooked meats offer you 1.5 and 4 bars of hunger, respectively.

Chickens - When it comes to food, chicken is your least attractive option. Cooked Chicken only restores 3 hunger



bars, compared to Steak and Cooked Pork, which gives 4. Its raw counterpart restores just 1 hunger bar, but also has a 25% chance of giving you food poisoning. In most cases, negating that 1 bar of hunger you just gained. However, Chickens are your easiest source of feathers, a necessary item in crafting arrows.

Sheep - Before the 1.8 update, all that sheep dropped was Wool, the colour matching the colour of the slain (or sheared) sheep. Now they drop Mutton. Both Raw and Cooked Mutton regain you the same amount of hunger as Raw and Cooked Chicken, except Mutton won't give you food poisoning.

Bats - Bats are friendly mobs that do nothing apart from flap about and scare you to death when you're in a dark cave. They spawn in low light levels and only move around in the night (or anytime when deeper underground). They yield no XP and no items at all when killing them.

Squid - Squids are often found in groups in large bodies of water. Killing them yields a small amount of XP and an ink sac, which is used in dyeing wool, making a Book & Quill, and making Leather Armor black.

Rabbits - Rabbits were added in 1.8. They spawn commonly on the surface in packs of three and drop Rabbit Hide and Raw Rabbit. Rabbit Hide is used to make Leather and Raw Rabbit regains 1.5 hunger Raw, and 2.5 hunger when cooked.

Mooshroom - Mooshroom are exclusive to the Mushroom Biome, in which they spawn like Cows do. Upon death they drop the same items

as a Cow and pretty much act like them, except Mooshroom can be sheared for Mushrooms and 'milked' (with a bowl) for Mushroom Stew

Snow Golems & Iron Golems - These guys are not only passive, but also friendly; they will attack hostile mobs and defend the player. Iron Golems are made by making a 'T' shape with Iron blocks and placing a Pumpkin on top of it, whilst Snow Golems are made by placing two Snow blocks on top of each other and topping it with a Pumpkin. Iron Golems can also naturally be found in Large Villages.

Note: Attacking natural Iron Golems turn them aggressive, and they can be quite the force to be reckoned with.

That covers the range of passive and friendly mobs you'll encounter in Minecraft, at least without mods. Be sure to watch out for future issues to find out more about different mobs.

By Luke Greenfield

WORDSEARCH

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B	D	N	N	A	M	R	E	D	N	E	K	J	D	E	S	Y	N	G	P
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